

Tomb Raider

TR-120-1001



Operation & Service Manual

Version 5.0

* Read this manual before use

General Remark

If you encounter any difficulties or if you need support on how to update and/ or install your Tomb Raider product, we invite you to contact your local distributor or reach us at support@aagames.com or by calling our support line +1-450-824-1671

Adrenaline Amusements Team

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Chapter 01 - Preface

Please read this page before preparing your Tomb Raider Arcade product for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs. We do recommend a 15A rated current or higher power cord.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precaution for Game Operation

Adrenaline Amusements Inc. assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games.





To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If a power cord is damaged, it must be replaced by the equivalent power cord available from your distributor.



Adrenaline Amusement Inc. assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures.

Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59° - 86°F (15° - 30°C).

Operating & Voltage

Voltage	Operating
110V AC	4.0 AMP
220V AC	2.0 AMP



Maintenance Warning



You should be very careful when touching the screen material as it is relatively easy to scratch.

If the screen is dusty, use a feather duster. If this is not enough use a damp cloth and wipe carefully sideways following the direction of the lens structure. If rubbing too hard, you risk damaging the screen material and making a noticeable mark.

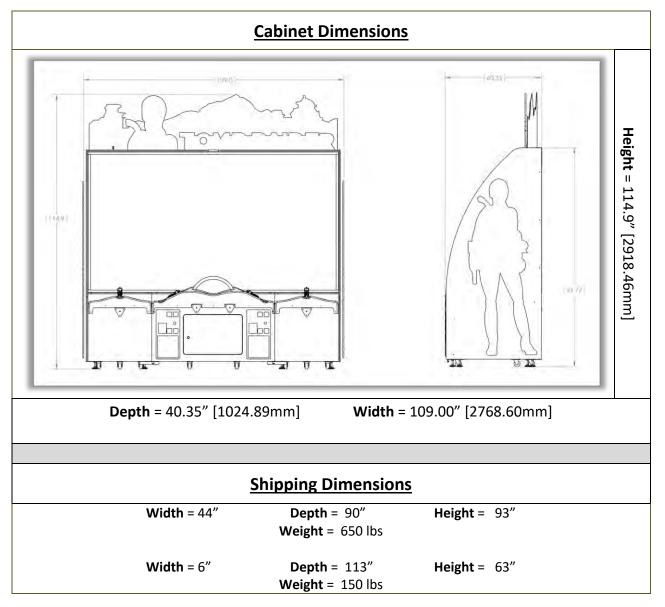


Chapter 02 – Unit Features

Hardware Features

- 4 Players Game
- 120 inches Screen
- Unique Sensor Tracker "Gun" Technology!

Cabinet Facts





Tomb Raider Manual V5.0 Chapter 03 – Unit Installation

Chapter 03 – Unit Installation

Parts included

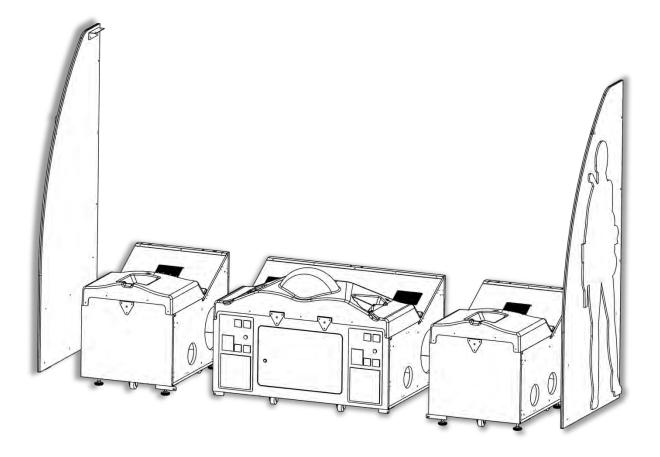




Assembling your Tomb Raider Unit

You need to be 3 persons to assemble the unit

- 1. Carefully remove the cabinets from the shipping skids, giving you enough space.
- 2. Move the 3 cabinets and the side panels to the desired location.





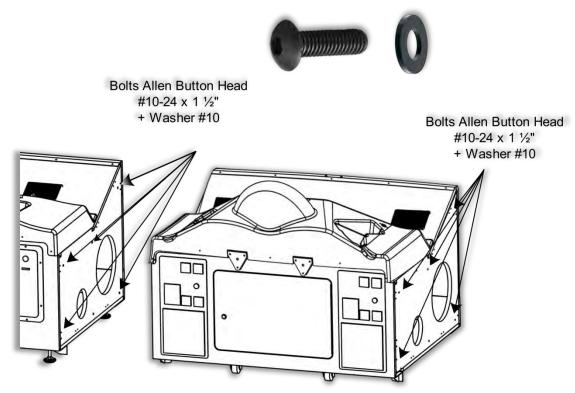
Cabinet & Side Panels Assembly

3. Assemble the cabinet together using the provided 10X Bolts Allen button head #10-24 x 1-½" & washers. 5x Bolts per sides.

The bolts need to be inserted from the center cabinet towards the exterior ones.

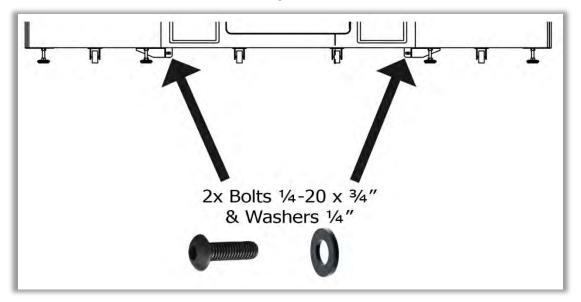
You will need to remove the back cabinet service doors to get the access.

You will also need to open the upper coin door from the center cabinet to install bolts there too.

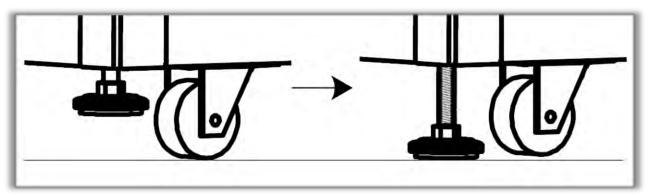




4. Under the cabinets, locate and install the provided 2x Allen button Head Bolts ¼-20 x ¾" with the washers ¼" to hold and secure the cabinets together.



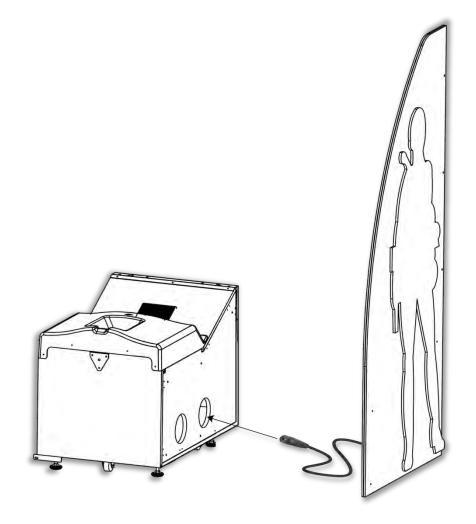
5. Lower the Level adjustors until the Pivot Wheels are slightly above the floor.





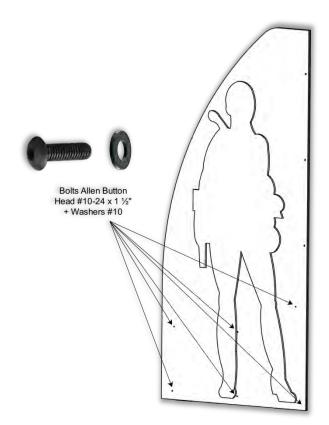
6. The illuminated "Lara Croft" is the exterior side of the unit.

-Take the power cable from the side panel and guide it through the hole on the side cabinet. -Slowly get the side panel closer to the cabinet while watching to avoid squeezing the cable. -When it's close enough, align the side panel with the cabinet.

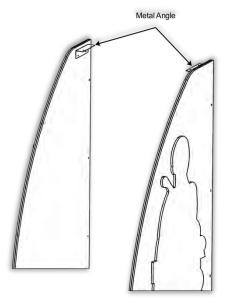




 Install the side panel to the cabinet by using the Black Allen Button Head Bolts #10-24 x 1½" and Black Washers #10. Each side panels needs 6 bolts.

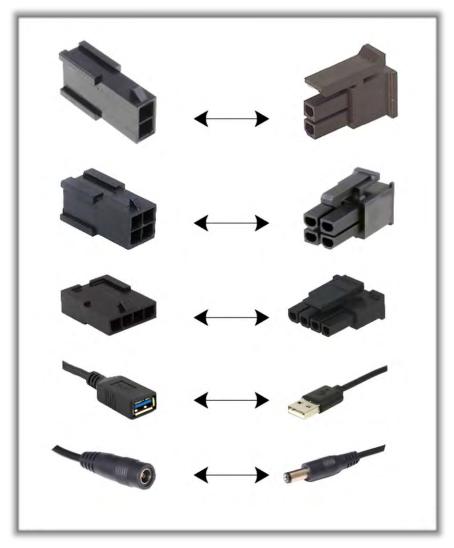


8. Install the metal angle on each panel with Black Phillips Screws #8 x $\frac{3}{4}$ ".





9. Connect the 5 harnesses between the edge cabinets to the center cabinet together.





Tomb Raider Manual V5.0 Chapter 03 – Unit Installation



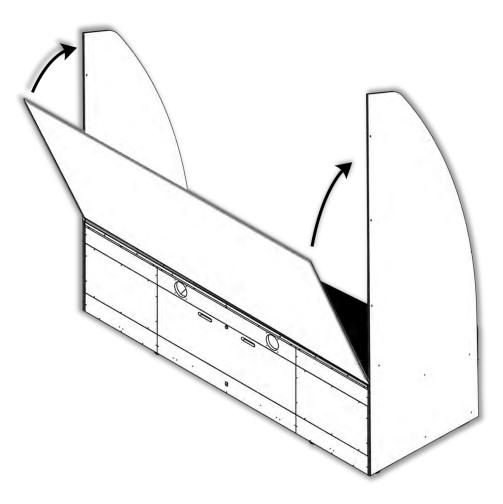
You should be very careful when touching the screen material as it is relatively easy to scratch.

If the screen is dusty, use a feather duster. If this is not enough use a damp cloth and wipe carefully sideways following the direction of the lens structure. If rubbing too hard, you risk damaging the screen material and making a noticeable mark.

Screen Assembly

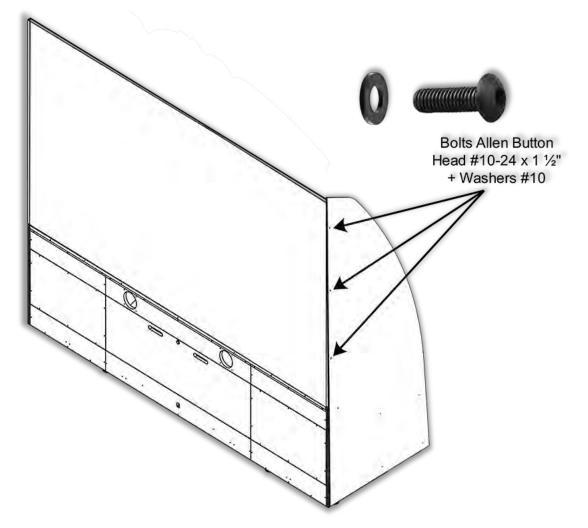
10. *3 persons minimum required*

Align the bottom of the screen to the upper back edge of the cabinet. Flip it between the side panels.



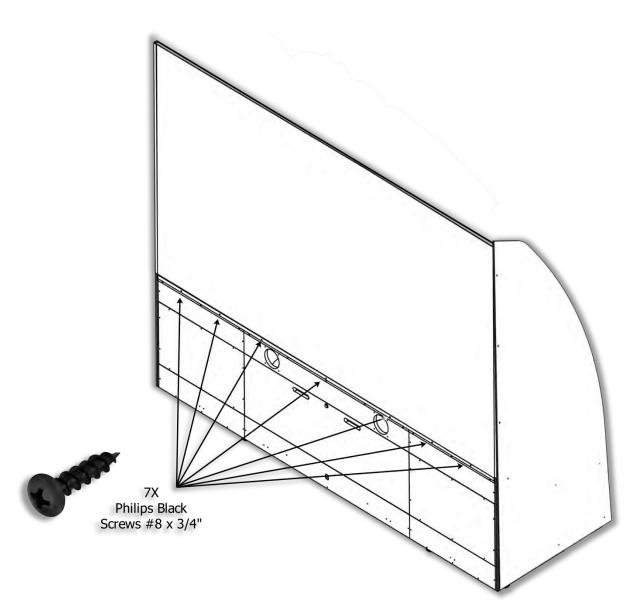


11. Using the #10-24 x 1¹/₂" Allen Head Buttons Bolts & Washers #10 (3 on each sides), affix the screen to the side panels of the cabinet.



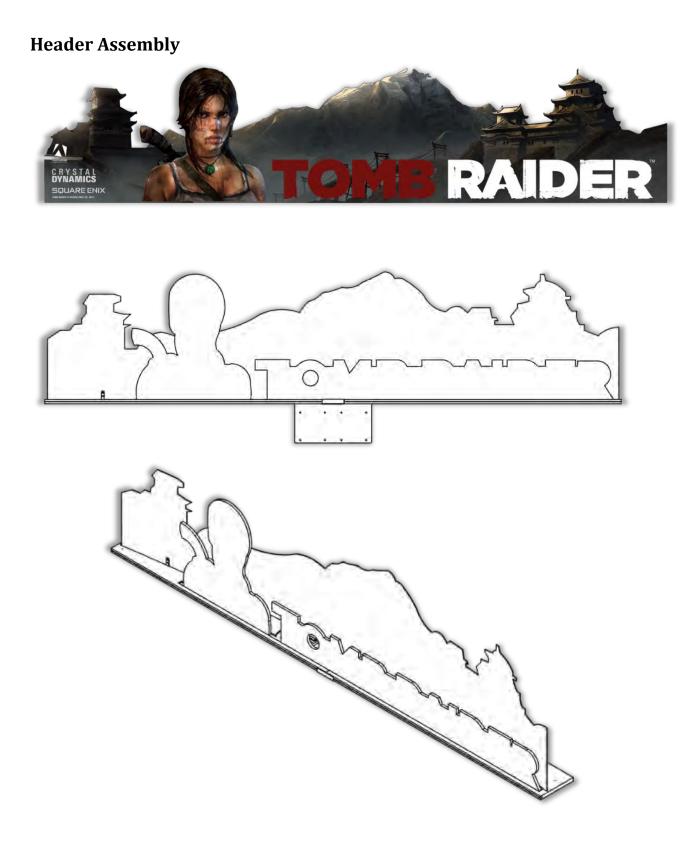


12. Secure the metal bottom plate of the screen to the cabinet by using the 7x black Philips screws #8 x $\frac{3}{4}$ ".



13. The +12V Barrel Power Cable behind the cabinet will be for the header LEDs power. Leave it attached for now we will use it later.







14. Parts Needed: "Right Side" piece of wood, the large metal square, the small metal square,

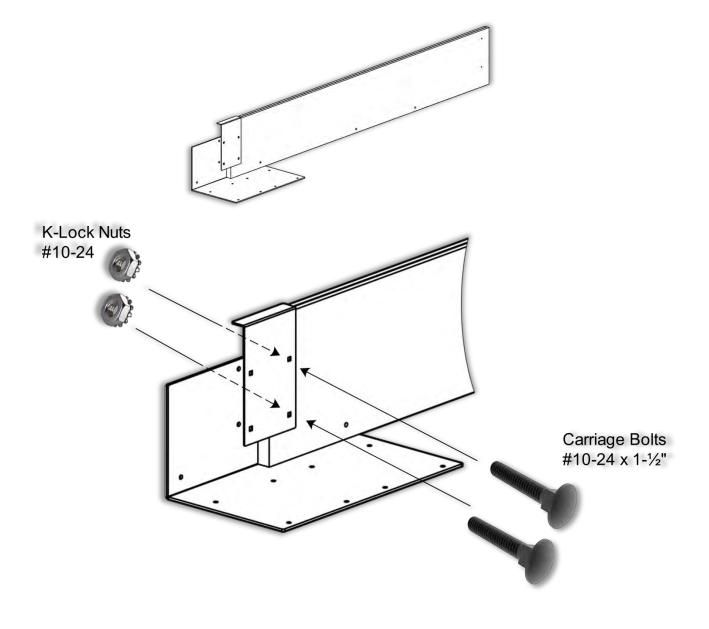
2x Carriage Bolts #10-24 x 1½" and 2x K-Lock Nuts #10-24.

- Install the longer side of the larger metal square bracket on a flat surface, the smaller side will be vertical and near you.

- Take the piece of wood that has the larger "groove" on top and install it on the left side of the square bracket ass seen below.

- Take the smaller metal square bracket and align the holes with those on the piece of wood.

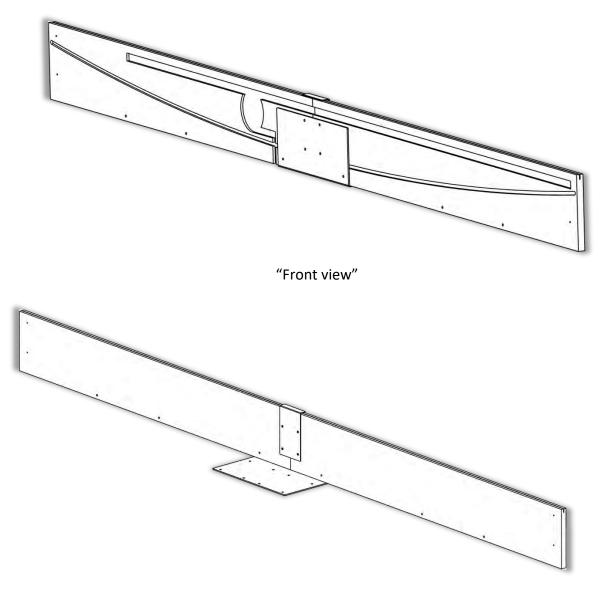
- Align & insert the carriage bolts towards you and secure it with the K-Nut.





Tomb Raider Manual V5.0 Chapter 03 – Unit Installation

- 15. Parts needed: "Left Side" Piece of wood, 2x Carriage Bolts #10-24 x 1½" and 2x K-Lock Nuts #10-24.
 - Slide the 2nd piece of wood between the metal square brackets.
 - Align and secure it with the bolts and nuts.



"Back View"



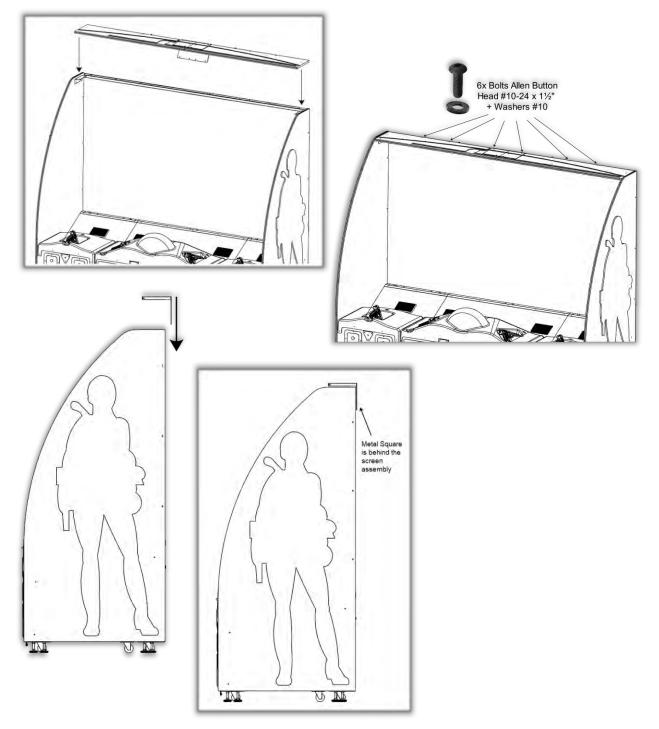
Tomb Raider Manual V5.0 Chapter 03 – Unit Installation

16. 2 ladders and minimum 2 persons needed.

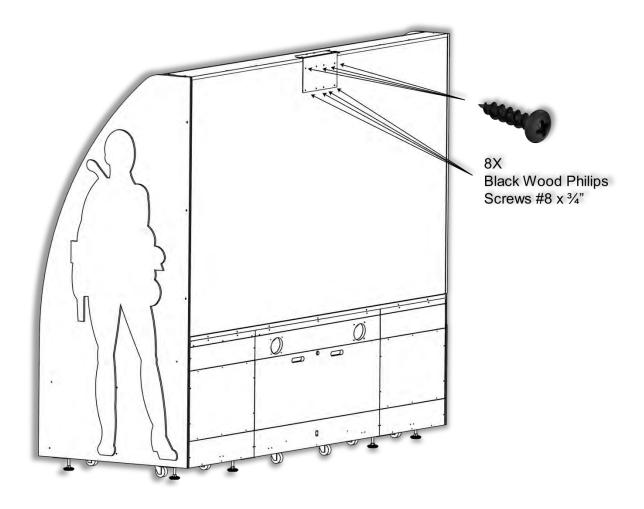
Go behind the unit, one person on each side.

Install the header platform assembly on the side panel's brackets and the screen as followed. The header assembly metal square bracket has to be behind the screen.

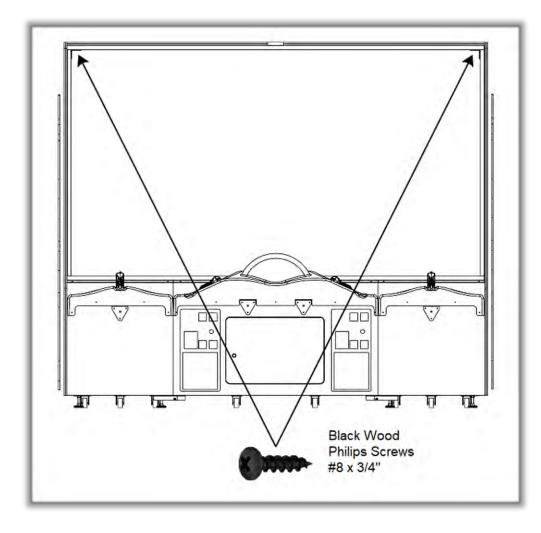
-Using 6x Bolts Allen Button Head #10-24 x 1½" affix the header to the top of the screen.



17. Using 8x Black Wood Philips Screws #8 x ¾", align and install the metal square bracket to the back of the screen assembly.



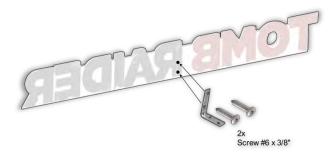
18. Using 4x Black Wood Philips Screws #8 x ¾", secure the metal square brackets to the header platform assembly.



Tomb Raider Manual V5.0 Chapter 03 – Unit Installation

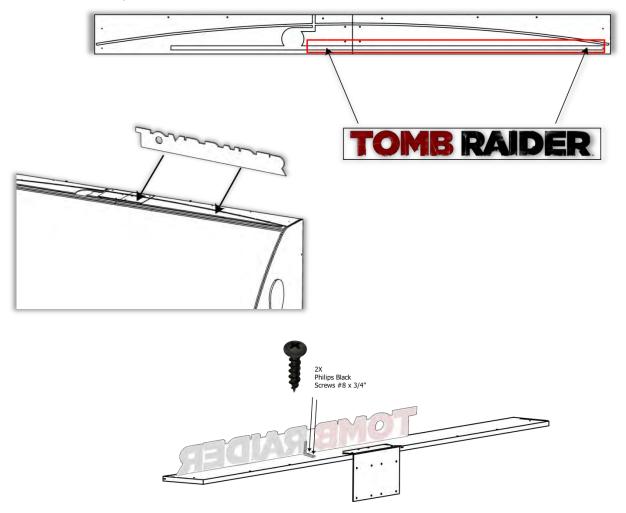
19. Take the "Tomb Raider" Plexiglas part and remove the film protection.

- Install the small metal square $2\frac{1}{2}$ " x $2\frac{1}{2}$ " x 5/8" to the acrylic with 2x screws zinc #6 x 3/8".



- Insert it in the groove as seen below.

- Using 2x Black Wood Philips Screws #8 x $\frac{3}{2}$ ", secure the Plexiglas to the wood assembly through the small metal square.

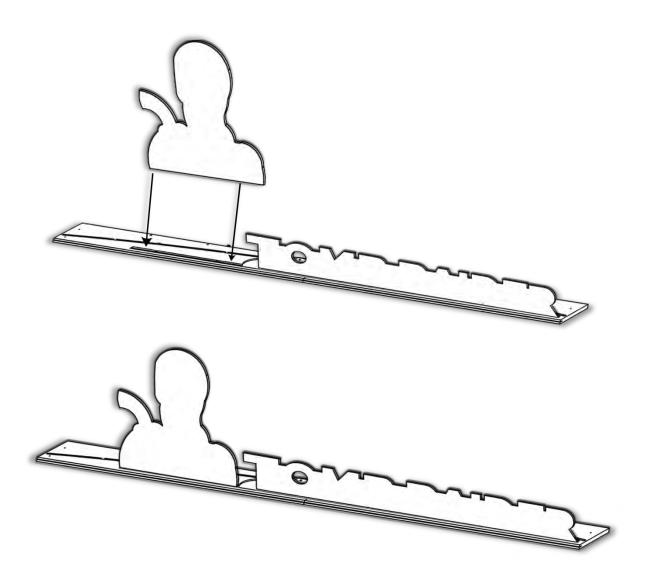




Tomb Raider Manual V5.0 Chapter 03 – Unit Installation

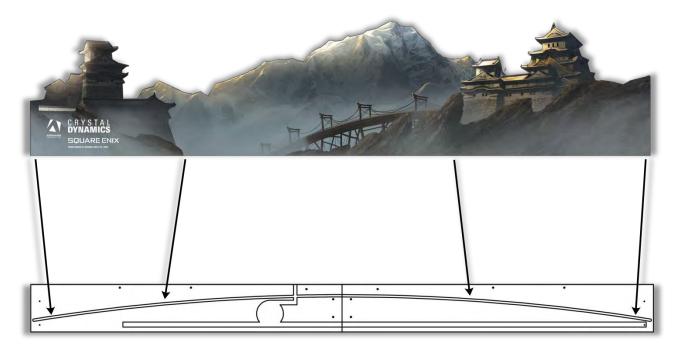
- 20. Take the "Lara" Plexiglas part and remove the film protection.
 - Install the small metal square $2\frac{1}{2}$ " x $2\frac{1}{2}$ " x 5/8" to the acrylic with 2x screws zinc #6 x 3/8".
 - Insert it in the groove next to the "Tomb Raider" section as seen below.

- Using the Black Wood Philips Screws #8 x $\frac{3}{4}$ ", secure the Plexiglas to the assembly through the small metal square bracket $\frac{2}{2}$ " x $\frac{2}{2}$ " x $\frac{5}{8}$ ".

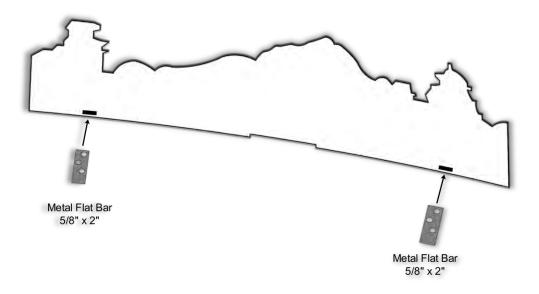




21. Install the Mountains cardboard into the groove as seen below.

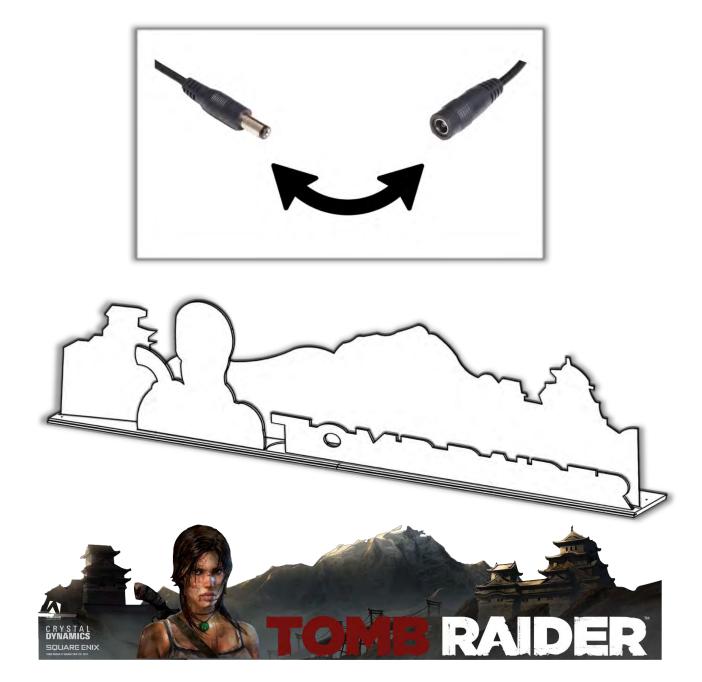


22. Insert the metal flat bars through the holes of the cardboard and using the Black Wood Philips Screws #8 x $\frac{3}{4}$ " secure the cardboard to the assembly.





23. Connect the 12V Barrel connector with the one coming from the cabinet. Use tape to stick it behind the screen assembly and avoiding a loose cable.





Chapter 04 – Operator Menu

Operator Menu

Access the Operator Menu by pressing the Operator button located inside the drawer on the I/O board directly.

Oper: Open the Operator Menu Up: Scroll Up & Increase Value Down: Scroll Down & Decrease Value Select Button: Select/Deselect



	OPERATO Version:	122123	U		
	ID: *3 Monitor Dete	29 cted: 120"			
Credits per			<	4	>
Game Audio			<	0	>
Attract Audi	o Volume		<	0	>
Payment Ty	pe		<	Credits	>
	ring 1_2 / 3_4		<	OFF	>
GUN FREQ	UENCE		<	1	>
GUN P1			<	ON	>
GUN P2			<	ON	>
GUN P3			<	ON	>
GUN P4			<	ON	>
GUN TOOL	AIM CALIBRATION	ERROR LOGS	DIA	GNOS	STICS
CLEAR CREDITS	GAME STATS	RESUME GAME		QUIT GAME	

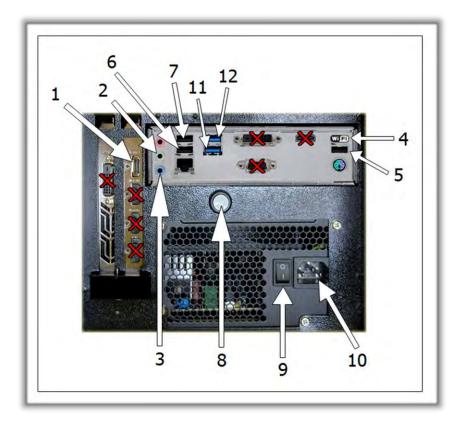
The following page contains details on each setting

Tomb Raider Manual V5.0 Chapter 04 – Operator Menu

Operator Menu	Values	What It Does
Credits Per Game	1-20	Adjusts the number of credits required to play. "0" sets
		the unit in free play mode
Game Audio Volume	0-20	Adjusts the in-game audio volume. "0" will mute the
		game
Attract Audio Volume	0-20	Adjusts the audio volume of the attract loop. "0" will
		mute the attract loop
Payment Type	Credit / Card	Changes the credit type. "Credits" = Coins and
		"Card" = Card Reader. This will change the in-game text
		accordingly
Credit Sharing	On / Off	Adjusts the credit sharing option between each
1_2 / 3_4		player.(Off: Sharing Disabled // On: Sharing Enabled)
		If you have Card Reader (4X) please use OFF
Gun Frequency	1-4	If you have 2 units close to each other select a different
		frequency. (Default: 2)
Gun P1	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P2	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P3	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun P4	On / Off	Gun Operating Mode (On: Working Off: Not Working)
Gun Tool		Calibration tool to test the gun's response to the player's
		movements
Aim Calibration		Opens a calibration tool for each player's target
Error Logs		Displays the previous errors
Diagnostics		Test for each gun's triggers and vibration
		Test for each button
Clear Credits		Resets the inserted credits to 0 if more than 40 credits
		are entered
Game Stats		Shows the Stats Screen
Resume Game		Exits the Operator Menu and returns to the game
Quit Game		Exits the game and returns to the Windows desktop

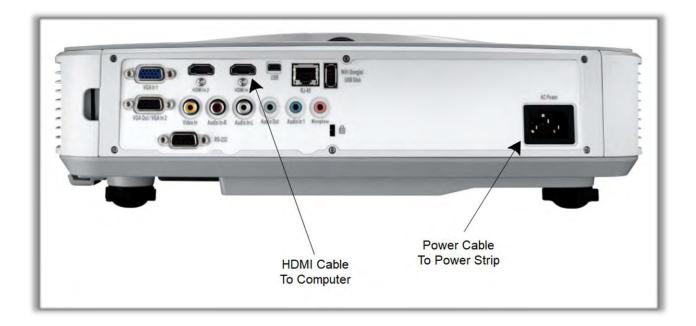
Chapter 05 – Service & Repair

Computer Connections



<u>No</u> .	Description
1.	HDMI Cable to Projector HDMI-1 Connector
2.	Audio Jack to Amplifier #1
3.	Audio Jack to Amplifier #2
4.	USB Wi-Fi Adapter
5.	USB Restore Flash Drive
6.	USB TO HUB USB
7.	USB To Base Station
8.	Power Button
9.	AC Power Switch
10.	AC Inlet Power Supply
11.	USB License Dongle
12.	USB Port to I/O Board

Projector Connections





Projector Settings Recommended Projector Picture Settings

Here are new recommended settings to improve the screen display from the projector.

To adjust the projector settings, open the center cabinet service door and use the remote control. There are 2 IR receivers on the projector, 1 on the back and 1 on the top.



-Press the Menu Key on the remote control.

From the main Picture screen, change the 3 following settings. Brightness: 60 Contrast: 76 Gamma: 3





To adjust the focus, use the Focus Adjustment Switch on the right of the projector.



Gun Controller ID Remapping

Each gun controller has an ID # to be identified as Player 1 to Player 4. If a Stem Stick is replaced and/or has a wrong ID, it needs to be remapped. If a gun controller is not detected in the game, first verify within the Operator menu "Gun Tool" to see if the 4 guns are detected.

If a gun is missing verify with this tool and in need contact technical support team.

Instructions:

Quit the game on the Windows desktop.



On the Windows desktop you have an icon shortcut called "Magnetometer Calibration Compass" (January-June 2018) or "Controller ID Calibration" (June 2018-...)

Double click on it to start the program.

You do not need to use the Calibration button anymore as this is now handled by the game itself. With the updated version the Calibration button is removed.

	kense Device Operator Tool. device you wish to configure ow.
Devices V STEM System A) STEM Base (ID #) B) STEM Stick (ID #1) C) STEM Stick (ID #2) D) STEM Stick (ID #3) E) STEM Stick (ID #4)	Change ID (1-4)
	This textbox will tell you which device you have picked u
	Calibo Device

When you pick up a Gun controller from its holster it should display which device has been picked up. If you have 2x Stem Stick with the Same ID, you can find the one that needs to be remapped to its good ID.

	ense Device Operator Tool. device you wish to configure w.
Devices V STEM System A) STEM Base (ID #) B) STEM Stick (ID #1) C) STEM Stick (ID #2) D) STEM Stick (ID #3) E) STEM Stick (ID #4)	Change ID (1-4) Set
	You picked Device B
	Calibrate Device

Tomb Raider Manual V5.0 Chapter 05 – Service & repair

To remap an ID, double click with the mouse to select the good Stem Stick ID.

Click in the "Change ID (1-4)" box with your mouse and enter the good ID number (1 to 4) that matches the player position.

Please select the d	ense Device Operator Tool. device you wish to configure
from the list below	V .
Devices STEM System A) STEM Base (ID #) B) STEM Stick (ID #2) C) STEM Stick (ID #2) D) STEM Stick (ID #3) E) STEM Stick (ID #4)	Change ID (1-4) 1 Set
	Calibrate Device

In this example, the Device B is wrongly set to ID#2, so we enter the number "1" and click on Set to change it to Player 1.



Troubleshooting

* <u>NOTE: When requesting a warranty replacement you will be asked to</u> give the unit's serial number from the back of the unit.

Video Troubleshooting		
No Picture or Display Problem	 There could be loose or faulty connections between the projector and the computer. Make sure the HDMI cable is connected properly to both the computer and to the projector. Verify that the projector is powered on. If not, try to power on the projector by using the remote or by pressing the power button on the projector. Verify that the Computer is powered on. The fan on the side of the computer case should be spinning as a reference, if it's not spinning press the Power Button on the front of the computer. 	
Audio Troubleshooting		
	Increase the volume in the game by pressing the Operator Button and adjusting the volume options in the Operator Menu. You might also Quit the game to Windows desktop and increase the volume via the Speaker icon on the bottom right of your screen.	

Low Volume / No Sound	If the sound comes from the projector integrated speaker it needs to be changed in Windows. Quit the game to the Windows desktop. Right click on the () speaker icon and select Playback Devices. Select the Speakers and choose "Set default", then click OK.
	Verify the wirings behind the speakers and the amplifiers. Verify that the 1/8" audio jack is plugged in the computer's sound input jack and that the other end RCA's are plugged in the sound amplifier.

Wireless Internet Configuration

Your network can be configured via Ethernet cable or Wireless.

If you have an Ethernet cable available to be plugged in, insert it into the motherboard LAN RJ45 connector.

If not, here's how to configure your wireless network with your own existing Wi-Fi network.

-Start the unit.

-There will be Adrenaline Amusements wallpaper with a 150 seconds delay before the attract mode shows up. It gives enough time for a wireless network to connect. (*This delay will be present on each reboot if you don't connect your unit to the Internet*)*.

-Open the service door and press the Operator button.

-Choose Exit/Quit to Windows.

-Connect the provided USB hub and into it the USB keyboard and mouse.

- Open Connect to a Network by clicking the network icon (m) in the lower right corner of the screen.

-In the list of networks, click the network you want to connect to and click connect.

-Enter your security key.

-Once connected, double-click the GameLauncher shortcut on the desktop.

Having your unit connected to the Internet includes free software live update!

*If you do not connect your unit to the Internet, you can double-click the Disable_Network shortcut on the Windows desktop to bypass the 150seconds Internet lookup delay.

Operator Settings keeps resetting trouble

Operator Settings keeps resetting back to default values after powering off the breakers.

The Windows & SSD Device write cache needs to be disabled:

- -Exit the game to Windows.
- -Press on Start
- -Right click on My Computer
- -Choose Properties
- -Click on Device Manager
- -Expand Disk Drives
- -Double click the 60Gb or 120Gb Device (Not the USB drive if there is one)
- -Go to Policies

-Remove the check in front of "Enable Write caching on the device" as seen below, press OK and then YES to reboot the computer. If it doesn't ask to reboot the computer you need to do it by pressing Start, Restart.

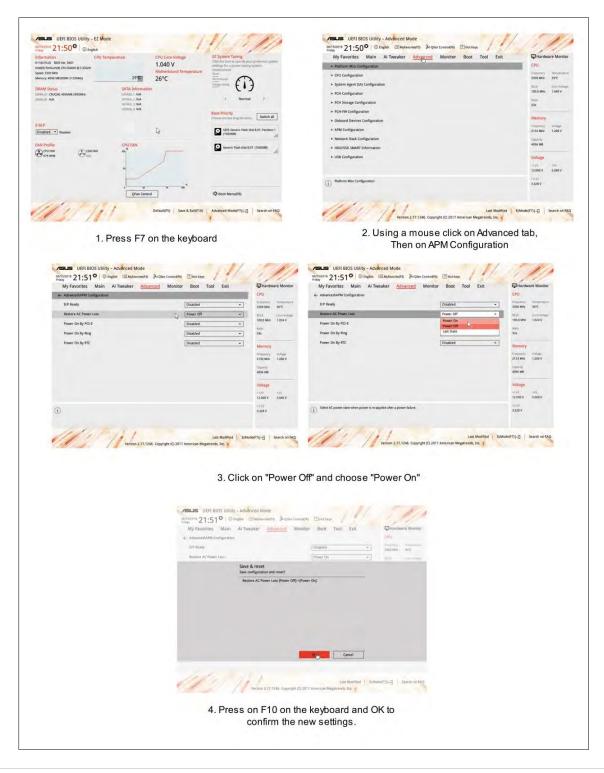


Computer not powering at boot

If your computer is not powering on by itself at boot verify the Bios Setting.

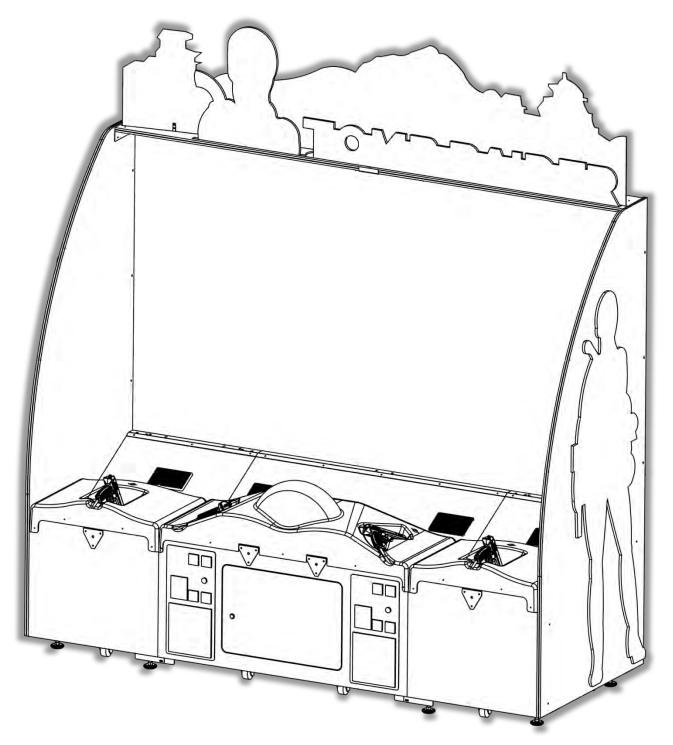
- -Power off the unit.
- -Plug a USB keyboard.

-Power on the unit, press and hold "DELETE" on the keyboard until you see the Bios screen.



Chapter 06 - Parts

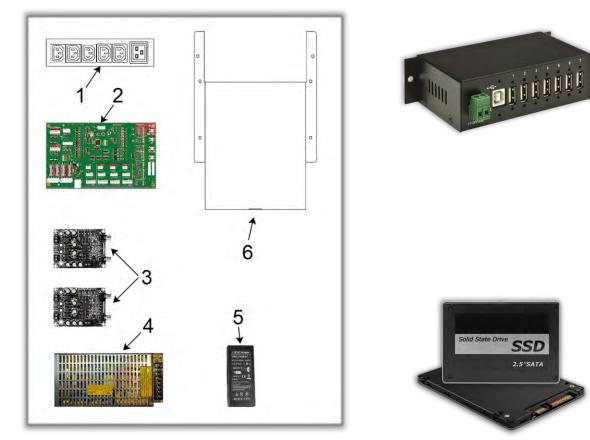
Cabinet Parts





Part Description	Part #
Complete Screen Assembly	RHW-10-0006
Printed Laminated Left Side Panel	TR-09-0004-L-Kit
Printed Laminated Right Side Panel	TR-09-0004-R-Kit
Thermoformed Left/Right Console (No buttons)	TR-07-0002
Thermoformed Center Console /with Glass /with Buttons Green & Yellow	TR-06-0001
Coin Door Assembly with Blank Upper & Bottom Door	ADR-40-0745-20
7-Digits Meter with bracket	ADR-42-08012-072
Speakers 4"	ADR-50-9986-00
Red Large Button with microswitch /LED	ADR-75-L012-600
Blue Large Button with microswitch /LED	ADR-75-L012-122
Green Large Button with microswitch /LED	ADR-75-L012-133
Yellow Large Button with microswitch /LED	ADR-75-L012-155
Wheel General Duty Rubber Caster	INV-F25083
Leveling Mount	INV-62805K-39
Fan 120mm	ADR-FAN-120mm
Grill 120mm	ADR-GRILLE- 120MM
Plastic Coin Container	INV-07-1011

Computer & Electronics



Ref	Part Description	Part Number
1	Power Bar IEC5GLM	INV-05-1242
2	I/O Board – 4 Players/Motors – Ver. 5.0	ADR-04-1003-RHW
3	Sound Amplifier 2X15W	INV-14-0005
4	+12V / 320W Power Supply	INV-05-1248
5	+12V / 5A Power Supply for Sound Amplifiers	INV-14-0006
6	Computer	ADR-11-1017-TR
	7-Ports USB Hub Powered	INV-11-1021
	SSD Hard Drive preconfigured	INV-11-1027-TR

Tomb Raider Manual V5.0 Chapter 06 – Parts



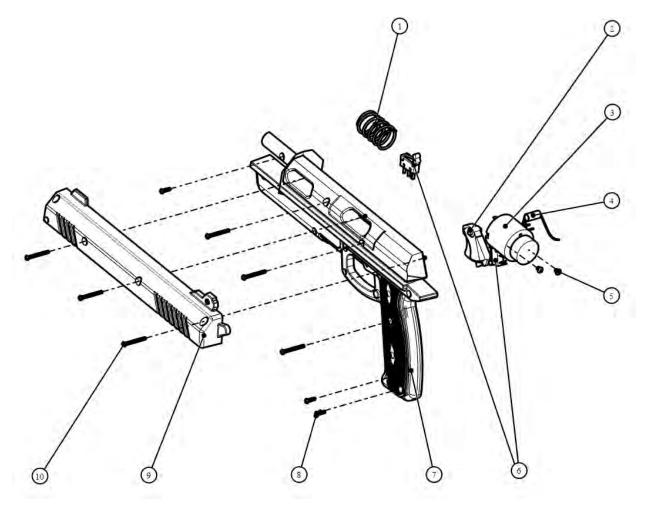
Part Description	Part Number
Gun Assembly /w Hose – Player 1	TR-05-0011-1
Gun Assembly /w Hose – Player 2	TR-05-0011-2
Gun Assembly /w Hose – Player 3	TR-05-0011-3
Gun Assembly /w Hose – Player 4	TR-05-0011-4

Part Description	Part Number
Hose Kit for Tomb Raider 120"	RHW-96-1047-30SH-TR-KIT

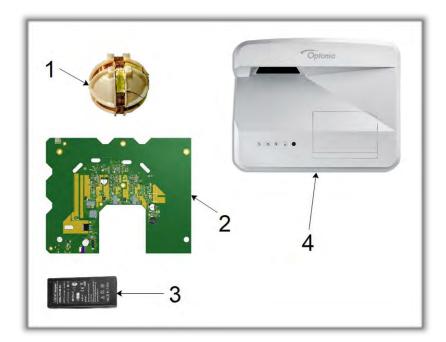


Part Description	Part Number
Trigger Switch	ADR-95-4142-10
Compression Spring (Reload)	TR-05-0001
Trigger Return Spring	ADR-96-0005-00
Trigger Black	ADR-96-2515-06
Stem Stick /with Resin, coil 8mm & License	INV-04-1302-03
Rubber Hose Assembly, With USB, Fitting and Connectors	RHW-96-1047-30SH





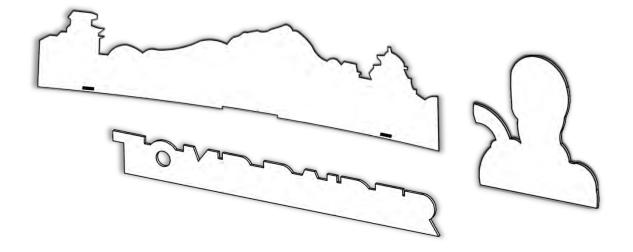
ID	Part Description	Part Number	Quantity
1	Compression Spring (Reload)	TR-05-0001	1
2	Black Trigger	ADR-96-2515-06	1
3	Vibration Motor 34mm	INV-15-0006	1
4	Trigger Return Spring	ADR-96-0005-00	1
5	Hex Drive Rounded Head Screw	INV-92095A471	2
6	Trigger Switch / Reload switch	ADR-95-4142-10	2
7	Handle, Tomb Raider	TR-05-0002 (L/H) TR-05-0003 (R/H)	2
8	Phillips Rounded Head Screws #2 x 3/8	INV-91773A094	3
9	Slide, Tomb Raider	TR-05-0004 (L/H) TR-05-0005 (R/H)	2
10	Phillips Rounded Head Screws #2 x 1/2	INV-90279A096	6



Ref	Part Description	Part Number
1	Sphere White Coil 90mm	INV-05-1246
2	Stem Controller Base Board	INV-04-1301-01
3	+15V 40W Base Power Supply	INV-05-1245
4	Ultra Short Throw Projector	RHW-10-0001

Header & LEDs





Part Description	Part Number
"Lara Croft" Header 48" x 24"	TR-09-0001-Kit
"Tomb Raider" Header 48" x 24"	TR-09-0002-Kit
"Mountain" Header 48" x 96"	TR-09-0003-Kit



Cabling

Part Description	Part Number	
HDMI Cable, 3'	INV-HDMI-140-03UT	
USB "AB" cable, 3'	INV-USB-AB1-03	
USB A Male to Mini-B 5-pins male, 6'	INV-USB-AM51-06	
Extension USB A Male to USB A Female, 6'	INV-USB-AA3-06BK	
Extension USB A Male to USB A Female, 3'	INV-USB-AA3-03	
Audio Cable 3.5mm Male To 2x RCA Male, 6'	INV-35mm-RCAE-06	
Power Cord IEC-C13 To IEC-C14, 18AWG, 2'	INV-PW-100-02	
Power Cord IEC-C13 To IEC-C14, 18AWG, 3'	INV-PW-100-03	
Power Cord Wall To Unit, 14AWG, 6'	INV-PW-105C-06	
Power Cord IEC-C14 to IEC-C7, 18AWG, 3'	INV-PW-117-03	
Splitter Cable Barrel connector 2.1mm Female to 4x 2.1mm Male	INV-CN-DCF-4M	
Straight Barrel Power Cable 2.1mm, 3'	ADR-CP-2216-ND	
Barrel Connector Wire Y, 2.1mm Female to 2x 2.1mm Male, 300mm	TF-05-1223	
Power Cable Straight Barrel 2.1mm, 3'	ADR-CP-2216-ND	
USB Cable Male to Mini-B, 6'	INV-USB-AM51-06	

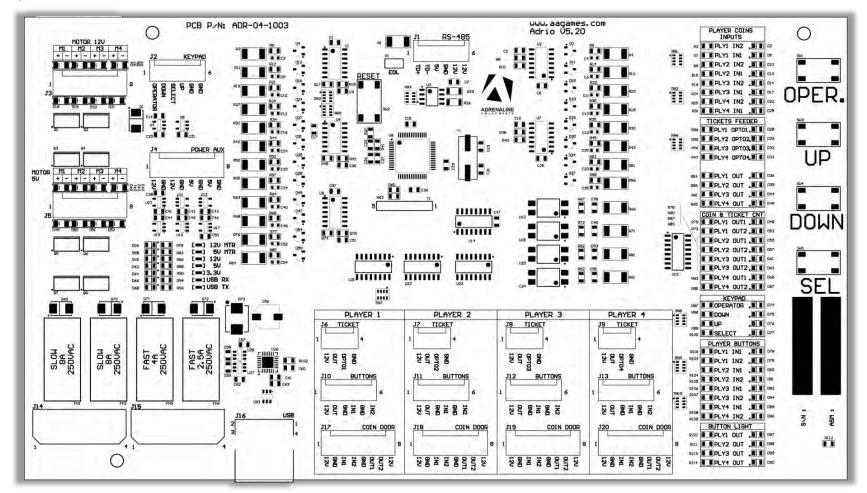
Wiring Harness

Part Description	Part Number
Harness for Speakers Player 1 & 4 (Center) RHW-03-0001	
Harness for Speakers Player 1 & 4 (Left & Right Side)	RHW-03-0002
Harness for Speakers Player 2 & 3	RHW-03-0003
Harness Power Supply 12V To IO Board	RHW-03-0004
Harness Power Supply 12V To Fans	RHW-03-0005
Harness IO Board To CPU, Power Supply, USB Hub	RHW-03-0006
Harness for Start Button	RHW-03-0007
Harness for Coin Mech & Guns	RHW-03-0008
Harness Extension for Round White 90mm Coil	RHW-03-0009
Harness for +12V Header LEDs	RHW-03-0011
Harness for Led Side Panel	TR-03-0014
Harness for Power and Ground Cabinet	TR-03-0018
Harness for Ground Side Cabinet	TR-03-0019



Chapter 07 – Diagrams & Schematics

I/0 Board ADR-04-1003

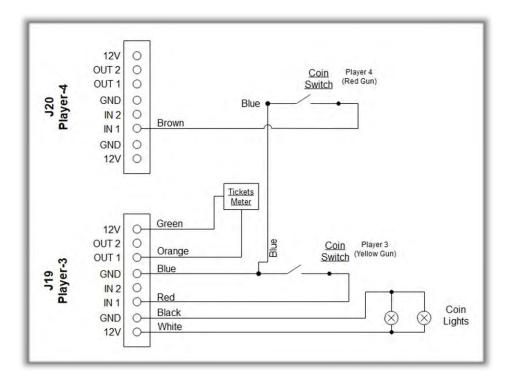


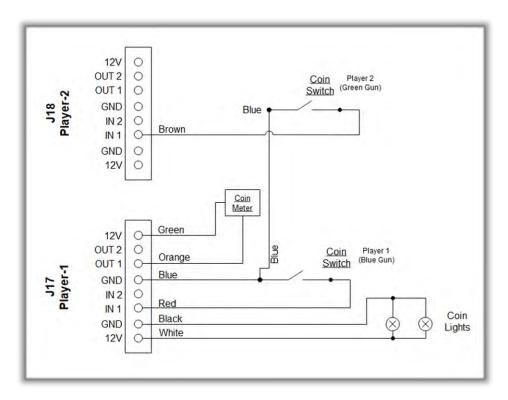
ADRENALINE

<u>J1</u>	J2	J3	<u>J4</u>
No Use	No Use	<u>No Use</u>	<u>No Use</u>
100030	100030	100030	100030
<u>J5</u>	<u>J6</u>	<u>J7</u>	<u>18</u>
MOTOR 5V	<u>No Use</u>	<u>No Use</u>	<u>No Use</u>
1. (Red) +5V			
2. (Black) GND			
3. (Red) +5V			
4. (Black) GND			
5. (Red) +5V			
6. (Black) GND			
7. (Red) +5V			
8. (Black) GND			
<u>19</u>	<u>J10</u>	<u>J11</u>	<u>J12</u>
No Use	Player 1- Buttons	Player 2- Buttons	Player 3- Buttons
	1. (Yellow) +12V	1. (Yellow) +12V	1. (Yellow) +12V
	2. (Green) OUT	2. (Green) OUT	2. (Green) OUT
	3. (Brown) GND	3. (Brown) GND	3. (Brown) GND
	4. (Orange) IN1	4. (Orange) IN1	4. (Orange) IN1
	5. (Blue) GND	5. (Blue) GND	5. (Blue) GND
	6. (White) IN2	6. (White) IN2	6. (White) IN2
J13	J14	J15	J16
Player 4- Buttons	12V Input DC	5V/12V Input DC	USB To Computer
1. (Yellow) +12V		<u> </u>	<u> </u>
2. (Green) OUT			
3. (Brown) GND			
4. (Orange) IN1			
4. (Orange) IN1 5. (Blue) GND			
4. (Orange) IN1			
4. (Orange) IN1 5. (Blue) GND	 J18	J19	J20
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u>			
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2	<u>J18</u> <u>Coin Door Player-2</u> 1. Not Connected	Coin Door Player-3	<u>J20</u> <u>Coin Door Player-4</u> 1. Not Connected
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V	<u>Coin Door Player-2</u> 1. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V	<u>Coin Door Player-4</u> 1. Not Connected
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1 7. (Purple) OUT2	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected 7. (Purple) OUT2	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1 7. (Purple) OUT2	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected 7. (Purple) OUT2
4. (Orange) IN1 5. (Blue) GND 6. (White) IN2 <u>J17</u> <u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1	<u>Coin Door Player-2</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. Not Connected 5. (Blue) GND 6. (Orange) OUT1	<u>Coin Door Player-4</u> 1. Not Connected 2. Not Connected 3. (Brown) IN1 4. Not Connected 5. Not Connected 6. Not Connected

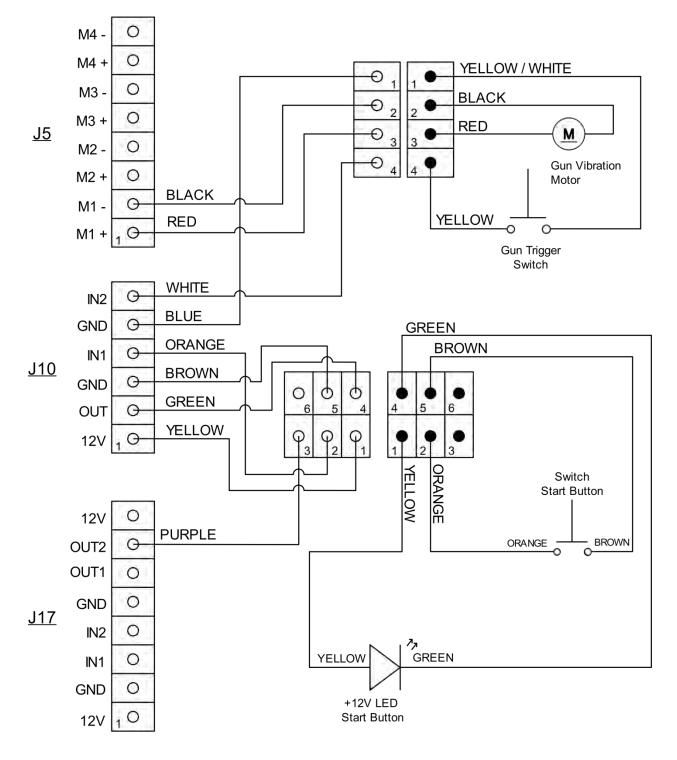


I/O Board - Wiring

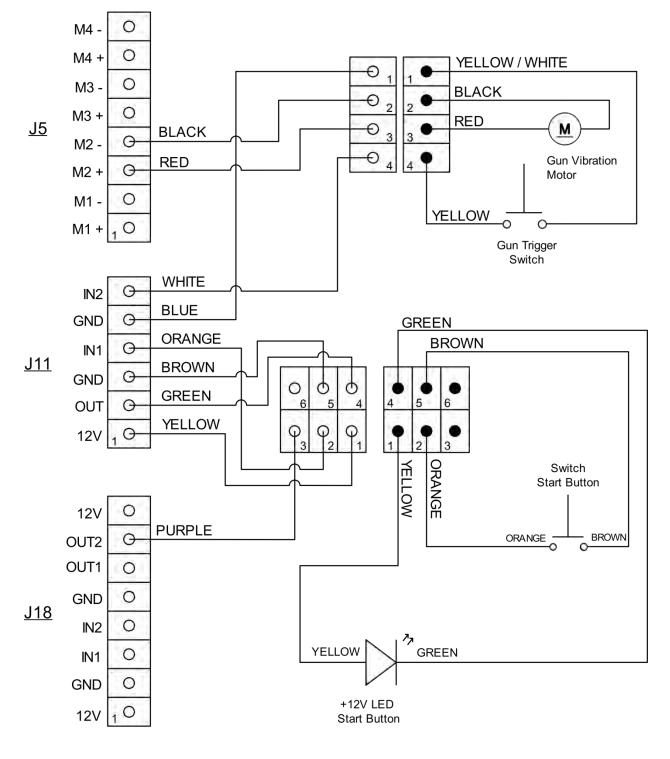




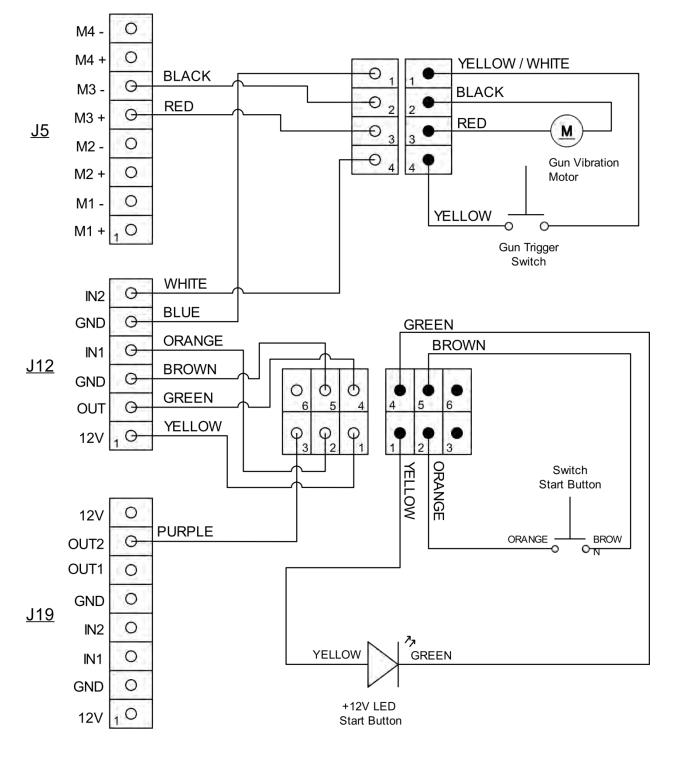






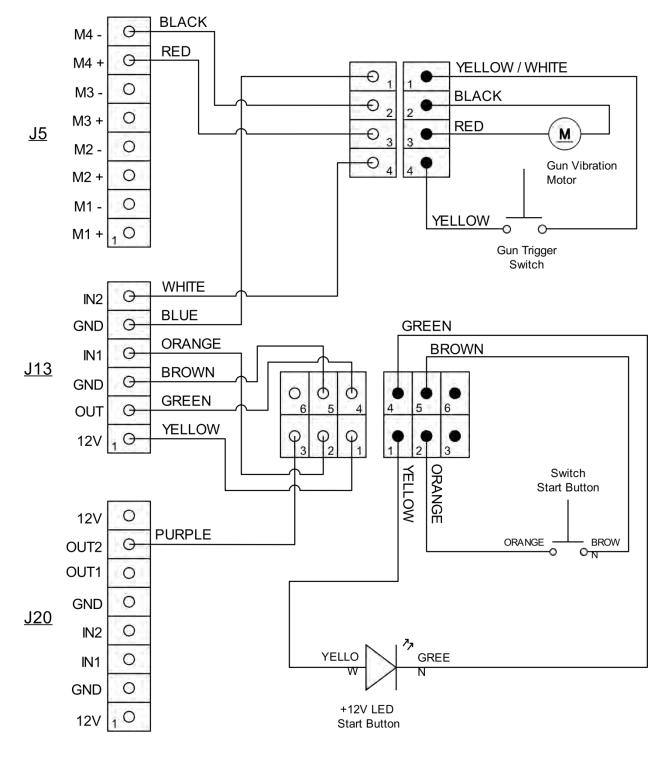






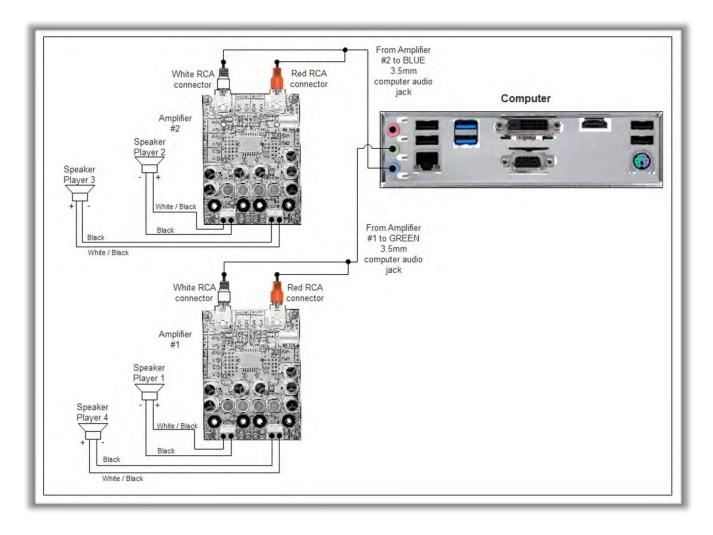


Tomb Raider Manual V5.0 Chapter 07 – Diagrams & Schematics



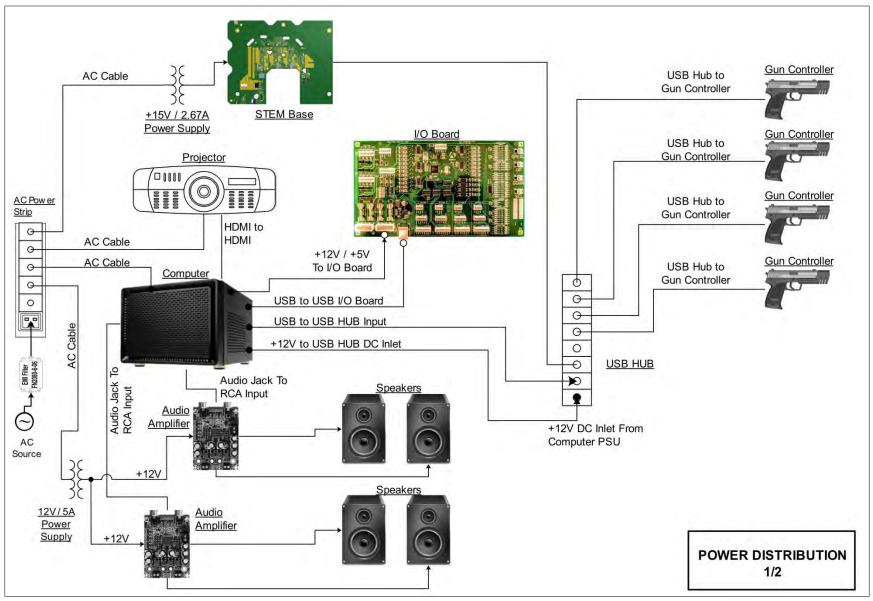


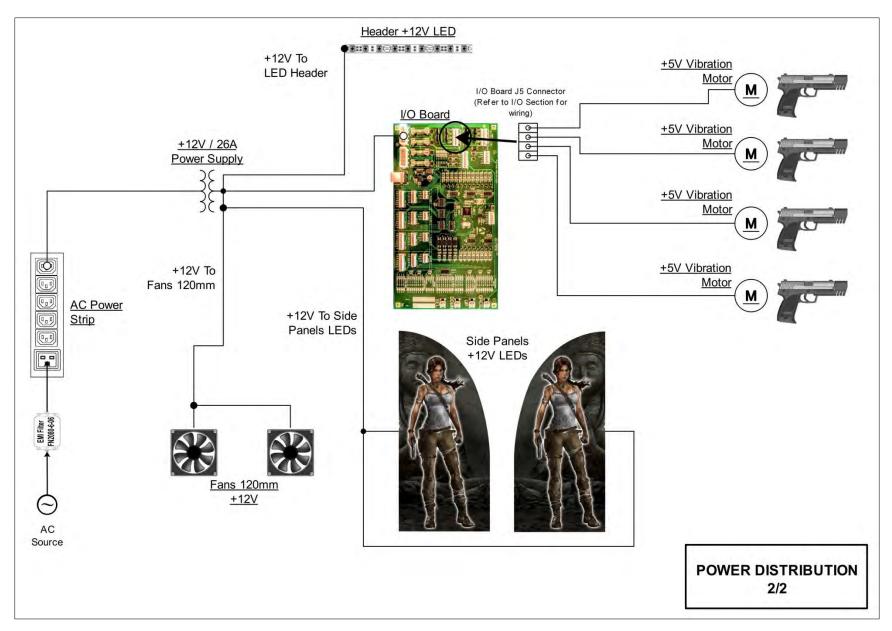
Speakers Wiring Colors





Power Distribution Schematics







Chapter 08 – Software Recovery

If your unit software needs to be restored please follow those instructions.

- Connect a USB keyboard to the motherboard.
- Connect the provided USB Recovery flash disk is in a **<u>Black</u>** USB port.
- Power on the unit and press F8 on the keyboard to display the boot menu.
- Choose the <u>UEFI: USB device ~16GB</u>

The process takes 25-30 minutes and the unit will reboot back in the game at the end. The Wireless credentials will need to be re-entered and Operator settings will be back at the default ones.

Chapter 09 – Card Reader

Configure your Operator settings as seen in Chapter 04.

Embed System

If you are using an Embed system, you need to connect your harnesses to Adrenaline Amusements I/O board & harnesses. You should refer to the Embed instructions manual for wiring pin-out.

The typical Embed settings are *Standard* except:

-Ticket Mech Type: Dumb DC

-Drive Polarity: Positive

-Notch Polarity: Negative

-Game ticket notch width = 6 (60ms)

-Game ticket notch spacing = 24 (240ms)

-Game Drive Threshold = 15 (1.5V or 1500mV)

-Drive Debounce = 40ms

ADEGEMALINE Limited Warranty Policies

Customers must provide the unit serial number when claiming any warranty request.

Adrenaline Amusements (AAGames) warrants this Arcade unit (Including accessories) against defects in material or workmanship as follows:

This unit has 1 year warranty against defective on all electronic parts from date of delivery. The projector has an extended warranty of 3 years from date of delivery.

Other than abuse or improper servicing, Adrenaline Amusements covers at no charge the replacement parts including standard shipping.

We offer an advanced replacement program and the customers have 30 days from delivery date to return back the defective equipment at their fees or they will be charged automatically for the replacement parts.

Improper servicing or abuse will VOID existing warranties.

All warranty request needs to be validated with our technical support department.

After the 1 year warranty, Adrenaline Amusements offers repairs & sales services options. Please contact the technical support department for information.

Adrenaline Amusements 2273 Antonio-Héroux street Terrebonne, QC Canada J6X 4R3 +1.450.824.1671

